agui::Graphics ec::OpenGLGraphics # m camera # m context # m clippingRect # m_primitiveRenderer # m rectangleGeometry # m circleGeometry

s circleStepsNum #s circleStep + OpenGLGraphics() + ~OpenGLGraphics()

+ beginPaint() + endPaint()

+ getDisplaySize() + getClippingRectangle() + drawlmage() + drawlmage() + drawScaledImage() and 9 more... # setClippingRectangle()

initGeometries()

+ setRenderContext()